CLAIM OR CLAIMS

What Is Claimed Is:

1. A system for animating decoys to attract a desirable quarry, said system comprising:

at least one floating decoy adapted to be placed upon a body of water in a target area

to support a frame adapted to be disposed beneath said decoy, said frame including a motor

adapted to move said frame to cause said decoy to simulate feeding to attract the quarry.

2. The system as recited in claim 1 wherein said at least one decoy comprises a plurality of

decoys.

3. The system as recited in claim 1 wherein said decoy further comprises a guideline adapted

to be peripherally secured to said frame to secure said decoy to said frame.

4. The system as recited in claim 1 wherein said frame comprises an elongated parallelepiped

rigid structure.

5. The system as recited in claim 1 wherein said motor pivots between a storage and an

operative position.

6. The system as recited in claim 5 wherein said structure further comprises an attachment

means in each corner of said structure to secure one of said decoys thereto.

7. The system as recited in claim 1 wherein said frame comprises a collar encircling said motor.

8. The system as recited in claim 7 wherein said collar further comprises legs pivotally coupled

to said collar and wherein said legs comprise an attachment means to secure one of said decoys

thereto.

9. A system for animating decoys to attract a desirable quarry, said system comprising:

at least one floating decoy adapted to be placed upon a body of water in a target area

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to support a frame adapted to be disposed beneath and coupled to said decoy, said frame adapted to selectively animate said decoy to simulate the feeding activity of a duck or goose or other waterfowl in response to control signals from a user.

10. The system as recited in claim 9 further including a guideline adapted to be secured to said frame to couple said decoy to said frame.

11. The system as recited in claim 10 wherein said at least one decoy comprises a plurality of decoys.

12. The system as recited in claim 11 wherein said frame comprises an elongated parallelepiped rigid structure.

13. The system as recited in claim 12 wherein said structure further comprises an attachment bracket in each corner of said structure to secure one of said decoys thereto.

14. The system as recited in claim 10 wherein said frame comprises a collar encircling a motor and wherein said collar further comprises at least two legs pivotally coupled to said collar and wherein each of said legs comprise an attachment bracket to secure one of said decoys thereto.

15. A method of attracting game to a pool of water comprising the steps of:

deploying a plurality of decoys on said pool; and,

selectively animating at least one of said decoys to attract said game.

16. The method as recited in claim 15 wherein said animating step simulates the feeding activity of a duck or goose or other waterfowl on water.

17. The method as recited in claim 15 wherein said at least one decoy comprises a plurality of decoys.

18. The method as recited in claim 15 wherein said animating step is performed by:

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at least one floating decoy upon said pool supporting a frame adapted to be disposed beneath said decoy in said pool and wherein said frame is adapted to selectively animate said decoy in response to control signals from a user using a motor coupled to said frame and adapted to move said frame in response to said signals, said frame movement causing said decoy to become animated to attract said same.

19. The method as recited in claim 18 wherein said frame comprises an elongated parallelepiped rigid structure and wherein said structure further comprises an attachment means in each corner of said structure to secure said at least one floating decoy thereto.

20. The method as recited in claim 18 wherein said frame comprises a collar and wherein said collar further comprises at least two legs pivotally coupled to said collar and wherein said each of said legs comprise an attachment means to secure said at least one floating decoy thereto.